

IN THE CLAIMS

Please amend or cancel claims as indicated in the parentheses after the claim numbers:

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
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17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Canceled)

23. (Currently amended) The method of creating a ~~character~~ an effigy according to Claim 28, wherein said step of providing an item which is flexible and is configurable to define a surface which is generally flat includes:

providing an item having first and second surfaces and at least first, second and third edges, and wherein said character feature is portrayed on said first surface.

24. (Currently amended) The method of creating a ~~character~~ an effigy according to Claim 23, wherein the step of manipulating is accomplished by folding said item.

25. (Currently amended) The method of creating a ~~character~~ an effigy according to Claim 23, wherein the step of manipulating is accomplished by rolling said item.

26. (Currently amended) The method of creating a ~~character~~ an effigy according to Claim 23, wherein the step of manipulating is accomplished by folding and rolling said item.

27. (Canceled)

28. (Currently Amended) A method of creating an effigy a character, comprising the steps of:

providing an item which is flexible and is configurable between first and second configurations and, when in said first configuration, defines to define a surface which is generally flat;

portraying at a location on the surface, proximate a first edge thereof, at least one a first character feature of an effigy head, and portraying on the surface a second feature of an effigy head, said first feature, dissociated from another unrelated to said second character feature when the item is in said first configuration so configured, said character features representative of head characteristics, said features giving having no suggestion significant context of a complete effigy head character when said item is so configured in [[a]] said first configuration; and

manipulating the item from between said first configuration to said and a second configuration by overlapping a portion

of the item onto another portion thereof in a direction toward said first edge, wherein, when the item is in the first configuration, it serves a blanket practical function, and, when it is in the second configuration, it gives context to a complete effigy character by simulating [[the]] a body of the effigy character with the character features positioned appropriately with respect to the simulated body formed by the item to suggest the effigy's character's head.